The Shoppers Super Store

Software Development Project

**Requirement Specifications**

# Overview

This document outlines the requirements to build a software application in Java 1.8 to simulate some of the fundamental shopping experiences encounter when you go to your favorite multi-purpose super store.

# Goal

The goal of this exercise is to give students the opportunity to learn the use of various Java sdk 1.8 classes using real world experience they are already familiar with.

# Software Development Lifecycle

This project will use the Agile lifestyle development approach to build the Shoppers Super Store application. We will work in one-week sprints, which means each developer will be assigned a task(s) to complete in one week.

We will have scrum (stand up) meets at the beginning of every time we meet in Zoom. During stand up each developer will report the follow:

* What did you accomplish since our last scrum?
* What are you currently working on today?
* Do you have anything blocking you from moving forward? (Blockers)

**Scrum Team**

A scrum team will be made up of a small group of developers working towards a common goal. The members of the team are:

* Scrum Master – Oversees each Scrum (standup) and Guide the Agile Process
* Product Owner – Reviews and Approves all deliverables
* Developers – Software Development Engineers

# Project Software Structure

The Shoppers Super Store (S3) project software components will be stored in standard file hierarchy structure:

C:\usi-git\SoftwareEngineeringTraining\projects\src\main\java\com\usi\shopperssuperstore\

Packages

Each department in the S3 Store will represent a package. Here are some examples

* bakery
* customer service
* produce

This is where your java files will exist.

# Design

Together as a development team we will define the requirements for the store and each department. It will be the developers responsibility to create the necessary classes to fulfill the requirements of each department they are assigned to based upon their shopping experience.

Store

Departments